

Games to play in the car #1: ABC Order

This game works best for children who know their ABCs and basic spelling and phonics. Someone picks a topic, and then taking turns, each player goes in ABC order naming an item in the topic with their letter. Example: If the topic is FRUIT, the first person would say apple, the next might say banana, and the third cantaloupe. This game can continue for an extended period by changing topics once you have done A to Z for the first topic.

Games to play in the car #2: I'm Thinking of an Animal

This game can be simple enough for young children or complicated enough to entertain teens. The first person gives clues of an animal they are thinking of and continues to give clues until someone guesses the animal. The person who guesses correctly takes the next turn. This game can be adapted to be thinking of other things also. You might play I'm thinking of a cartoon, or I'm thinking of a State.

Games to play in the car #3: Countries and Capitols

This is an old standby but still a good opportunity to help your children learn their countries and capitals. It's a good idea to have the map handy for those countries where the capital escapes your memory.

Games to play in the car #4: The food game

Player one starts by naming three items on their menu. One must be the main course, one a side item and one dessert. Player two takes away one item only and replaces it with their choice. Players cannot use the same items on back to back turn or your mashed potato lover will find a way to make that his change every time. Here's an example. Player one says, "I'm having meatloaf, with mashed potatoes, and apple pie for desert". Player two says "I'm changing the mashed potatoes to brussel sprouts so I'll have meatloaf, brussel sprouts and apple pie. This one can get territorial fast when someone's favorite desert is gone before it makes it back to them. This game has endless combinations.

Games to play in the car #5: The Math Game

This game helps practice math facts which in the car. Each player performs two events on their turn. The initial player performs three. They identify 2 numbers and a function. After that each player provides a number (or answer if needed) and a new function. It sounds complicated but it is very simple. Here is an example:

Player 1: $7+6=$ Player 2: 13 PLUS Player3: 3 equals Player 4: 16 MINUS Player 1: 9 equals

It continues going around in a loop. With an even number of players you will notice that two players are doing the adding/subtracting, and two are just providing numbers. After this has played for a bit, shake it up and change who is providing the answers. With younger children who cannot add or subtract in later numbers, you have to remind them to subtract or the number gets too big for them to work with in their heads.